CYBERMATE   Instructions for
R.D.#3, Box 192A   BGSG/1
Nazareth, PA 18064   Copyright 1979

1. This program allows 2 players to oppose each other in a simulation
   of BATTLESTAR GALACTICA with one player taking the Colonial Fleet,
   the other the Cylon Alliance.

2. "1- Colonial, 2- Cylon": Player 1 must enter the ID of the fleet
   he choses to command. Colonials will then be addressed "yes,
   commander", Cylons "by your command" by the program.

3. Each player takes his turn entering a command. You may use a sensor
   probe to randomly investigate objects in space (battlestar, base
   ship, viper, raider, planet) and their status (X-Y location, launch
   bay facilities, engines, tylium, shields, missiles, lasers,
   fighters, navigation, sensors). You may plot a view of the galaxy
   graphing the X-Y locations of all objects in space on the screen.
   Combining this with sensor probes can give a player valuable
   information about the location and strategy of your enemy. You may
   use engines to move your battlestar, base ship, viper or raider
   from one X-Y location to another X-Y location. You may resupply
   your battlestar or base ship if you are at the same X-Y location
   of one of up to ten supply planets randomly placed in the galaxy.
   Once a planet has been used, it is exhausted of supplies. Any
   damaged parts (engines, launch bay facilities, shields, lasers,
   sensors and navigation) are repaired (restored to 100 percent),
   resupply also renews 10 missiles, 30000 units of tylium, and 20
   fighters. You may chose to change sides with the other player at
   any time. You may check the status of your battlestar or base ship.
   You may launch a fighter to attack your enemies battlestar or
   base ship. You may retrieve a fighter if it is at the same location
   as your battlestar or base ship in order to protect your fighter
   from destruction. You may launch a missile from your battlestar
   or base ship to any X-Y location desired. You may destroy a planet,
   fighter or possibly a battlestar or base ship with a missile. You
   may use lasers from a ship at one X-Y location against another
   ship at an X-Y location. A battlestar or base ship may not use
   lasers against the other battlestar or base ship directly. Only
   fighters may use lasers against a battlestar or base ship. Lasers
   and missiles may damage many components on a ship's status and may
   prevent the use of certain commands relying on those components.
   Components that are damaged will be repaired at a fixed rate
   depending on how badly damaged they are. All activities use tylium
   at various rates. If your tylium runs out, you will lose the game.

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1 REM BGSG/1,COPYRIGHT 1979,CYBERMATE
10 DEFINTA-Z:RANDOM:K=2:L=52:G=0:DIMA(52,12):GOSUB9000
40 B=0:INPUT"1=COLONIAL,2=CYLON";B:IFB(1ORB)2THEN40
50 IFB=1THENPRINT"YES, COMMANDER":F=2ELSEPRINT"BY YOUR COMMAND":F=1
90 C=0:INPUT"1=SENSOR PROBE,2=LAUNCH MISSILE,3=ENGINES,4=STATUS REPORT,5=LAUNCH F
IGHTER,6=RETRIEVE FIGHTER,7=FIRE LASERS,8=VIEW GALAXY,9=RESUPPLY,10=CHANGE SIDES
,11=QUIT";C:IFC(1ORC)11THEN90
100 ONCGOSUB1000,1500,2000,2500,3000,3500,4000,4500,5000,40,5500
120 FORI=1TO2:A(I,6)=A(I,6)-100
130 IFA(I,4)(100THENA(I,4)=A(I,4)+5
140 IFA(I,5)(100THENA(I,5)=A(I,5)+5
150 IFA(I,7)(100THENA(I,7)=A(I,7)+5
160 IFA(I,9)(100THENA(I,9)=A(I,9)+5
170 IFA(I,11)(100THENA(I,11)=A(I,11)+5
180 IFA(I,12)(100THENA(I,12)=A(I,12)+5
185 IFA(I,6)(1THENPRINT"NO TYLIUM":B=I:GOTO5500
190 NEXTI
200 H=B:B=F:F=H:GOTO50
1000 IFA(B,12)(100THENPRINT"SENSORS DOWN":RETURN
1005 G=G+1:IFG)XTHENG=1
1010 P=G:IFP=BTHEN1005
1015 IFA(P,1)=0THEN1005
1020 IFA(P,1)=1THENPRINT"BATTLESTAR"
1025 IFA(P,1)=2THENPRINT"BASE SHIP"
1030 IFA(P,1)=3THENPRINT"VIPER"
1035 IFA(P,1)=4THENPRINT"CYLON RAIDER"
1040 IFA(P,1)=5THENPRINT"PLANET"
1045 PRINT"X LOCATION=";A(P,2)
1050 PRINT"Y LOCATION=";A(P,3)
1055 PRINT"LAUNCH BAY FACILITY";A(P,4)
1060 PRINT"ENGINES";A(P,5)
1065 PRINT"TYLIUM";A(P,6)
1070 PRINT"SHEILDS";A(P,7)
1075 PRINT"MISSLES";A(P,8)
1080 PRINT"LASERS";A(P,9)
1085 PRINT"FIGHTERS";A(P,10)
1090 PRINT"NAVIGATION";A(P,11)
1095 PRINT"SENSORS";A(P,12)
1100 RETURN
1500 IFA(B,8)(1THENPRINT"NO MISSLES":RETURN
1510 X=0:INPUT"X TARGET";X:IFX(0ORX)127THEN1510
1520 Y=0:INPUT"Y TARGET";Y:IFY(0ORY)47THEN1520
1522 A(B,6)=A(B,6)-500
1524 IFA(B,6)(1THENPRINT"NO TYLIUM":GOTO5500
1530 FORI=1TOK
1540 IFA(I,2)=XANDA(I,1))0ANDA(I,3)=YTHEN1560
1550 NEXTI:PRINT"NO TARGET":RETURN
1560 IFI=BTHENPRINT"DESTROYED YOURSELF":GOTO5500
1565 A(B,8)=A(B,8)-1
1570 IFA(I,1)=B+2THENPRINT"DESTROYED YOUR FIGHTER"
1575 IFA(I,1)=5THENPRINT"PLANET DESTROYED"
1580 IFA(I,1))2THENA(I,1)=0:A(I,6)=0:A(I,8)=0:A(I,10)=0:PRINT"TARGET DESTROYED":
RETURN
1582 H=INT(RND(100)):IFH)75THENB=F:GOTO5500
1590 P=INT(RND(10)):H=INT(RND(6)):P=P*10
1591 IFH=1ANDA(I,4)(PTHEN1590
1592 IFH=2ANDA(I,5)(PTHEN1590
1593 IFH=3ANDA(I,9)(PTHEN1590
1594 IFH=4ANDA(I,11)(PTHEN1590
1595 IFH=6ANDA(I,7)(PTHEN1590
1596 IFH=5ANDA(I,12)(PTHEN1590
1600 IFH=1THENA(I,4)=A(I,4)-P
1610 IFH=2THENA(I,5)=A(I,5)-P
1620 IFH=3THENA(I,9)=A(I,9)-P
1630 IFH=4THENA(I,11)=A(I,11)-P
1640 IFH=5THENA(I,12)=A(I,12)-P
1650 IFH=6THENA(I,7)=A(I,7)-P
1660 P=I:GOTO1020
2000 X=0:INPUT"FROM X LOCATION";X:IFX(0ORX)127THEN2000
2010 Y=0:INPUT"FROM Y LOCATION";Y:IFY(0ORY)47THEN2010
2020 X1=0:INPUT"TO X LOCATION";X1:IFX1(0ORX1)127THEN2020
2030 Y1=0:INPUT"TO Y LOCATION";Y1:IFY1(0ORY1)47THEN2030
2035 IFX=X1ANDY=Y1THEN2000
2036 Z=0:INPUT"1=FIGHTER,2=MAIN SHIP";Z:IFZ(1ORZ)2THEN2036
2037 W=B:IFZ=1THENW=B+2
2040 FORP=1TOK
2050 IFA(P,2)=XANDA(P,3)=YANDA(P,1)=WTHEN2072
2070 NEXTP:PRINT"NO SHIP":RETURN
2072 IFA(P,5)(100THENPRINT"ENGINES UNDER REPAIR":RETURN
2073 IFA(P,11)(100THENPRINT"NAVIGATION DOWN":RETURN
2075 IFA(P,1)=B+2THEN2110
2076 X2=ABS(X-X1):Y2=ABS(Y-Y1)
2077 H=SQR((X2*X2+Y2*Y2)):H=INT(H*50)+100
2090 A(P,6)=A(P,6)-H
2100 IFA(P,6)(1THENPRINT"NO TYLIUM":GOTO5500
2110 A(P,2)=X1:A(P,3)=Y1:RETURN
2500 P=B:GOTO1020
3000 IFA(B,6)(501THENPRINT"NO TYLIUM":RETURN
3010 IFA(B,10)(1THENPRINT"NO FIGHTERS":RETURN
3015 IFA(B,4)(50THENPRINT"NO LAUNCH BAY":RETURN
3020 A(B,10)=A(B,10)-1
3030 A(B,6)=A(B,6)-500
3040 FORP=1TOK:IFA(P,1)=0THEN3060
3050 NEXTP:K=K+1:IFK)LTHENPRINT"ARRAY SIZE":RETURN
3055 P=K
3060 A(P,1)=B+2:A(P,2)=A(B,2):A(P,3)=A(B,3):A(P,4)=0
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3070 A(P,5)=100:A(P,6)=500:A(P,7)=100:A(P,8)=0
3080 A(P,9)=100:A(P,10)=0:A(P,11)=100:A(P,12)=100
3090 PRINT"LAUNCHED":RETURN
3500 FORP=1TOK
3510 IFA(B,2)=A(P,2)ANDA(B,3)=A(P,3)ANDA(P,1)=B+2THEN3530
3520 NEXTP:PRINT"NO FIGHTER":RETURN
3530 IFA(B,4)<50THENPRINT"NO LAUNCH BAY":RETURN
3540 A(P,1)=0:A(B,10)=A(B,10)+1:RETURN
4000 X=0:INPUT"FROM X LOCATION";X:IFX<00RX>127THEN4000
4010 Y=0:INPUT"FROM Y LOCATION";Y:IFY<00RY>47THEN4010
4020 X1=0:INPUT"TO X LOCATION";X1:IFX1<00RX1>127THEN4020
4030 Y1=0:INPUT"TO Y LOCATION";Y1:IFY1<00RY1>47THEN4030
4040 IFX=X1ANDY=Y1THEN4000
4042 X2=ABS(X-X1):Y2=ABS(Y-Y1)
4043 H=SQR(X2*X2+Y2*Y2):H=INT(H)
4044 IFH>10THENPRINT"OUT OF RANGE":RETURN
4045 H1=INT(H*50)+100
4050 FORP=1TOK
4060 IFA(P,2)=XANDA(P,3)=YANDA(P,1)=BTHEN4100
4070 IFA(P,2)=XANDA(P,3)=YANDA(P,1)=B+2THEN4100
4080 NEXTP:PRINT"NO SHIP":RETURN
4100 FORI=1TOK
4110 IFA(I,2)=X1ANDA(I,3)=Y1ANDA(I,1)=FTHEN4200
4120 IFA(I,2)=X1ANDA(I,3)=Y1ANDA(I,1)=F+2THEN4200
4130 NEXTI:PRINT"NO TARGET":RETURN
4200 IFA(P,1)=BANDA(I,1)=FTHENPRINT"DEFENSIVE LASERS ONLY":RETURN
4203 IF A(P,1)=B+2THEN4300
4205 IFA(P,9)<100THENPRINT"LASER DAMAGED":RETURN
4210 A(P,6)=A(P,6)-H1
4220 IFA(P,6)<1THENPRINT"NO TYLIUM":B=P:GOTO5500
4300 H=INT(RND(10))
4310 IFA(I,1)=F+2ANDH<6THENPRINT"NEAR MISS":RETURN
4320 IFA(I,1)=F+2THEN1500ELSE1590
4500 CLS:FORI=1TOK
4510 IFA(I,1)>0THENX=A(I,2):Y=A(I,3):SET(X,Y)
4512 NEXTI
4520 V$=" ":V$=INKEY$:IFV$="X"THENRETURNELSE4520
5000 X=0:INPUT"PLANET X LOCATION";X:IFX<00RX>127THEN5000
5010 Y=0:INPUT"PLANET Y LOCATION";Y:IFY<00RY>47THEN5010
5020 FORI=3TOJ+2
5030 IFX=A(I,2)ANDY=A(I,3)ANDA(I,1)=5THEN5060
5040 NEXTI:PRINT"NO PLANET":RETURN
5060 IFA(B,2)=XANDA(B,3)=YTHEN5080
5070 PRINT"YOUR SHIP IS NOT ORBITING THAT PLANET":RETURN
5080 IFA(I,6)=0THENPRINT"NO SUPPLIES":RETURN
5090 A(B,4)=100:A(B,5)=100:A(B,6)=A(I,6):A(B,7)=100
5100 A(B,8)=A(I,8):A(B,9)=100:A(B,10)=A(I,10)
5110 A(B,11)=100:A(B,12)=100
5120 A(I,6)=0:A(I,8)=0:A(I,10)=0:RETURN
5500 IFB=1THENPRINT"COLONIALS,"ELSEPRINT"CYLONS,"
5510 PRINT"YOU HAVE BEEN ELIMINATED!":END
9000 FORI=1TO2:A(I,1)=I
9010 X=INT(RND(127)):IFX<0THENX=0
9020 IFX>127THENX=127
9030 Y=INT(RND(47)):IFY<0THENY=0
9040 IFY>47THENY=47
9050 A(I,2)=X:A(I,3)=Y
9060 IFI=2ANDX=X1ANDY=Y1THEN9010
9070 X1=X:Y1=Y:A(I,4)=100
9080 A(I,5)=100:A(I,6)=30000:A(I,7)=100:A(I,8)=10
9090 A(I,9)=100:A(I,10)=20:A(I,11)=100:A(I,12)=100
9100 NEXTI:J=INT(RND(10)):IFJ<1THENJ=1
9105 IFJ>10THENJ=10
9110 FORI=3TOJ+2:A(I,1)=5
9120 X=INT(RND(127)):IFX<0THENX=0
9130 IFX>127THENX=127
9140 Y=INT(RND(47)):IFY<0THENY=0
9150 IFY>47THENY=47
9160 FORP=1TOK:IFX=A(P,2)ANDY=A(P,3)THEN9120
9170 NEXTP:K=K+1:A(I,2)=X:A(I,3)=Y
9190 A(I,4)=0:A(I,5)=0:A(I,6)=30000:A(I,7)=0
9200 A(I,8)=10:A(I,9)=0:A(I,10)=20:A(I,11)=0
9210 A(I,12)=0:NEXTI:RETURN
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